



GIRLGAMER Challenge
League of Legends
Rulebook

April 2021

COMPETITIVE RULES

1. Technical management

- a. For the GIRLGAMER Challenge, the current version of the game, available via the Riot application, is the version used for the competitions.
- b. The tournament will always be played on the latest patch.



2. Competition Format*

1. Open Qualifiers

- a. Game Format: Team Match (5-person team with no substitute)
 - b. Main Rounds (double elimination)
 - Winner and Loser Brackets Match – Best of 1.
 - Final – Best of 3
- ❖ Winner of qualifier 1 will be seed 1 and the runner-up will be seed 2
- ❖ Winner of qualifier 2 will be seed 3 and the runner-up will be seed 4

2. Playoff phase

- a. Game Format: Team Match (5-person team with no substitute)
- b. Main Rounds (double elimination)
 - Semi-finals – Best of 3
 - Winner Bracket Final – Best of 3
 - Loser Bracket Match & Consolidation Final – Best of 1
 - Grand Final – Best of 5; Winner bracket team will have an advantage game.

*Format may change according to each region



3. Restrictions

- a. Teams and players may only participate in the qualifiers that is within their own region.
- b. Players may not change their in-game names, team names or tags at any point after the beginning of the qualifiers.
- c. GIRLGAMER has the right to deem any name or tag inappropriate. If a name or tag is flagged as inappropriate, teams or players must change it to something that is approved before she may be able to compete.
- d. GIRLGAMER holds the right to deny any representation of unwanted sponsors which can include, but not limited to gambling Sites, drugs, illegal activity, pornography, tobacco, competitors.
- e. Teams must hold an appropriate name. Any team attempting to sign up with a name deemed unsuitable will be asked to create a new team in-game to participate.

4. Pre-Match Rules/Guidelines

- a. Voice Server

Only voice chat program provided by GIRLGAMER can be used. However, when provided voice chat program malfunctions, another program allowed by referee can be used.

- b. Bans and Picks

- i. The process of bans and picks will be initiated by the team's captains with a referee.
- ii. Completing the Veto process in time is crucial for the Pre-Show Analysis and the actual starting time of that match.



5. Side selection

All the starting sides that will be picked in the upcoming match have to be determined with at least 20 minutes prior to the scheduled starting time of that match.

1. Side selection (Best of 1 matches)

- A coin toss decides which team has 'Selection Priority'. The head side picks either blue or red side.

2. Side selection (Best of 3 matches)

- A coin toss decides which team has 'Selection Priority'. The head side picks either blue or red side for the first match.
- In the second match, the opposite team picks either blue or red side.
- In the third match, the team who won the coin toss picks either blue or red side.

3. Side selection (Best of 5 – Grand Final):

- The team coming from the Winner Bracket picks either blue or red side
- In the second match, the opposite team picks either blue or red side.
- In the third match, the team coming from the Winner Bracket picks either blue or red side.
- If a fourth match is required, the team coming from the Winner Bracket picks either blue or red side.



6. Pick & Ban

Pick & ban proceed as follows:

- Blue Team = A, Red Team = B
- Ban Phase 1: ABABAB
- Pick Phase 1: ABBAAB
- Ban Phase 2: BABA
- Pick Phase 2: BAAB

If a player selects a Champion by mistake in the Pick & Ban Phase, the Player must notify a League Official before the other Team has locked in their next selection. In this case the Pick & Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick & Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

If no Tournament Realm server is available, “place holders” are not allowed in the official champion select.

7. Game Settings

- Game mode: Tournament Draft
- All chat: Disable
- Map: Summoner’s Rift
- Broadcasting & Observing: Public
- Runes, Masteries, Summoner spells, Skins: All Available

8. Match

a. Game of Record

A game of record (“GOR”) refers to a game where all ten players have loaded, and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions.



Examples of conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing vision, or targeting skill shot ability in opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (00:02:00).

b. Pause

Players cannot stop the game with their own discretion and may express his or her request for pause by raising his or her hand. However, players can pause the game in situations listed below, and shall explain referee regarding the reason of game pause:

- When equipment malfunctions or network failure occurs.
- Participating players or teams using inappropriate behaviour with direct impact on the outcome of the match or a concern which causes an interruption in the match

The referee is responsible for looking into the situation before resuming the match.

c. Resume the match

Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide to resume the match, using his or her discretion, after assessing the impact of the situation on the match.

d. Rematch and Decision Win

If it is impossible to resume the match due to computer, network failure or other unusual circumstances, the referee may announce either a rematch or decision win based on the advantages/disadvantages.

e. Disconnect

When disconnected, the player may pause the game and shall report it to the referee by raising a hand. In the situations listed below, relevant matches shall become void, and a re-match shall be conducted.



In case of when the decision of a win/loss is impossible to be determined according to “Decision Win” article in situation of unidentified bugs or unintentional occurrences of bugs, including but not limited to:

- i. If a player notices that player’s rune, mastery, or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game, notice the referee immediately by raising his/her hand. After confirmation of the referee, the player adjusts these setting. If the settings cannot be correctly adjusted, then the game may be restarted.
- ii. If a referee determines that technical difficulties will not allow for the game to resume as normal (including a team’s ability to be in proper position for certain game events, such as minion spawn).
- iii. When there is clear advantage on one team according to Article “Decision Win” below, the referee can award game victory to the team instead of rematch.

In the event of either the referee or observer PC malfunctioning, the match shall continue if it’s considered to have no influence on the match.

f. Player communications

Players are not allowed to communicate in any manner with each other during a game pause. Players can communicate to the referee, but only when directed to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may allow teams to talk before the game is resumed to discuss the game conditions.

g. Additional rules

Using skins prohibited in the official tournament rules from Riot Games are prohibited here as well. Champions which have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started.

9. Determining a winner

1. When a team destroys the opponent’s nexus.
2. For other situations, the referee shall decide.
3. Surrendering a match is NOT allowed



10. Decision win

In the event of a technical difficulty, which leads referees to declare a restart, the referee may instead provide Decision Win to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), the referee, in his sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty:

- a. The difference in gold between the teams is more that 33%.
- b. The difference in the number of remaining turrets between the teams is more than seven.
- c. The difference in the number of standing inhibitors between the teams is more than two.

11. Coaches

- a. Coach is not allowed to communicate with players until the match is over.

CHANGE OF RULES

These regulations apply to GIRLGAMER Challenge and may be altered in the following cases:

- a. Rules are subject to change after the release of new patches.
- b. Upon discovery of other reasonable factors.

When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

